

## Sprint 1 1st Stand-Up Meeting (3/6/2016)

- Added everyone to a GroupMe
- Created a GitHub repo, added TA
- Downloaded burndown chart templates
- Researched burndown charts to further understand how they work
- Assigned Sprint 1 issues to team
  - Xiauyo - GUI
  - Andrew - commands to move and check valid command
  - Jonathon - SCRUM Master, Game state design
- By Wednesday have some work done so we can evaluate pace going into Spring Break

## Sprint 1 2nd Stand-Up Meeting (3/8/2016)

- Evaluate where people are
  - We are really far ahead of schedule for this sprint. Now we can work on enhancing our current working project
- Are there any problems with our direction so far?
  - No we are doing really well, we may want to assign more issues to each sprint as we burndown REALLY fast
- Is the work still equally distributed? Do we need to reallocate members?
  - Everyone is content where they are
- Any big issues?
  - No
- Update burndown
  - Done
- Update backlog
  - In progress
- Spring Break plan?
  - We don't have to do anything, I want to add some cool features
- How to make our code work together?
  - MVC framework migration and separating GUI in progress
- Merge code

## Sprint 1 3rd Stand-Up Meeting (3/20/2016)

- Evaluate where we are after spring break
  - Ready to start sprint 2 after Jonathon finishes the clock
- Review current game, is there anything we want to include in sprint 1?
  - No we're basically done
  - I'm going to make sure it can run on the build server tonight
- Talk about how to proceed with the AI
  - I'd like to get random moves done first and that will be the "easy" AI
  - Then we can evaluate from there

- What things will Dr. Keyser add for sprint 2?
- Sprint 1 retrospective